

Shooting Gallery™



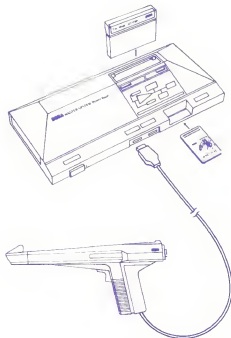
SEGA®

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- ① Make sure that the POWER SWITCH is "OFF".
- ② Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
- ③ Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- ④ After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



What's Happening

Welcome! You've entered the SHOOTING GALLERY™. High speed arcade style action at its best. But you're ready. You've brought your Light Phaser. And, we hope, all of your speed. Skill. And daring.

Who's Who

You're you. Someone who loves tough challenges. And anything that moves is your target.

The rules are simple. On each round, aim and shoot. If you've shot the REQUIRED number of targets when the round is over, you get to continue. If not, take heart. We've even beaten the experts.

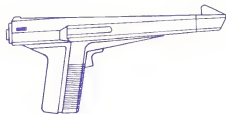


Taking Control

Just plug the LIGHT PHASER™ into the "Control 1" port and pull the trigger to start. SHOOTING GALLERY can be played at any distance. From directly in front of the TV to six feet away.

Oops. Try Again.

Sorry about the bad news. But if you can't shoot the required number of targets in any round, the game is over. Remember, if no one is looking, you can always make the game easier by stepping closer to the TV.



THE ROUNDS

There are four different games, each with a total of six rounds. Every part of your sharp-shooting skill will be put to the test.

Again and again.

JUST FOR THE BIRDS

This may seem like an old fashioned shoot 'em up. But don't be deceived! Nothing so old ever moved so fast.

AERIAL ATTACK

Your targets are Blimps and Balloons. Sounds simple, doesn't it? After all, how fast can they move? VERY fast. The Blimps charge across the screen in a blink. And the Balloons ride the air currents — their motion changes every time you shoot!



TWISTING TUBES

Why must everything be so difficult?

Because it makes it much more interesting. This is half-maze, half-target shooting. You can only shoot the ball when it's exposed. So keep your cool. You'll need it.

TV TERROR

The computer's revenge! Spaceships and TV's are the targets in this game. You can shoot them, but only when their shields are down. And, oh dear. Nothing you do will make them drop their shields. Nothing. So you must wait patiently. And then shoot like mad when they let you.



SO WE LIED

Shooting Gallery has a hidden surprise or two. So if you find something you don't understand, try checking under "Hints For The Expert."

Know The Score

You get points for every target you shoot, and an extra bonus for shooting all the targets in any given round.

Round Number	Points per Target	Bonus for shooting All Targets
Rounds 1-4	100	1,000
Rounds 5-8	200	2,000
Rounds 9-12	300	3,000
Rounds 13-16	400	4,000
Rounds 17-20	500	5,000
Rounds 21-24	1,000	10,000

- ① Perfect shot
- ② Game is over

①



②



Helpful Hints

During a round, if you pull the trigger and **NOTHING** happens, the Lihgt Phaser™ is probably not pointed directly at the TV. Aim carefully and try again.

Your gun takes a little time to reload, so after shooting, wait a moment before shooting again.

Don't be proud. If the game is too difficult, try moving closer to the TV.



HINTS FOR THE EXPERT

Your gun reloads slightly faster if you hit a target than if you miss — so don't MISS!

Remember! The "Twisting Tubes" round is half maze, half reaction speed. Before the going gets tough, hit the "pause" button on the power base and carefully study the varying distances between the tubes. No promises, but it may help you shoot to win.

Alas! The tiny TV sets and spaceships are very finicky. They only let you shoot them when they're ready — like when the "YES" flashes on the TV's. Nothing you can do will change their stubborn behavior. So save your shots until they drop their shields.

Scorebook-Close Range

If the distance between the Light Phaser™ and the TV is less than 2 feet, use this area. If you can reach Round 13, pat yourself on the back. You're very good.
If you can reach Round 17, take a bow. You're a SHOOTING GALLERY™ expert.

Scorebook-Medium Range

If the distance between the Light Phaser™ and the TV is 2 — 4 feet, use this area. If you can reach Round 10, pat yourself on the back. You're very good.
If you can reach Round 14, take a bow.
You're a SHOOTING GALLERY™ expert.

SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Scorebook-Maximum Range

If the distance between the Light Phaser™ and the TV is over 4 feet, use this area.
If you can reach Round 6, pat yourself on the back. You're very good.
If you can reach Round 9, take a bow. You're a SHOOTING GALLERY™ expert.

SCOREBOOK

Name			
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Name			
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Score			

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Name			
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Score			

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

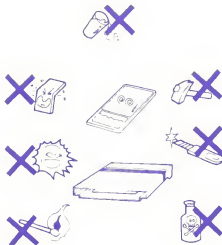
Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc.!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.



SCOREBOOK

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